This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously presented)   A system, comprising:

a 3-D enabled electronic programming guide (EPG) including a plurality of virtual worlds, wherein said plurality of virtual worlds is presented to a user for selection;

a presentation engine enabling a user to dynamically choose one of the virtual worlds according to a preference and displaying program guide information within the chosen virtual world, the presentation engine enabling the user to customize the EPG according to user preferences, the presentation engine comprising a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information; and

a memory in the system comprising a plurality of objects, one class of objects providing the plurality of virtual worlds whose end result is a user view.

2. (Original)   The system of claim 1 wherein software architecture of the system resides in a set-top box, a television, or a VCR.

Claims 3-4. (Canceled)

5. (Previously presented)   The system of claim 1 wherein another class of objects contains a pseudo-descriptive language describing schedule times, this class of objects having a channel identification or title that can be converted into an actual channel number or program identification.

6. (Original)   The system of claim 5 wherein the class of objects containing the pseudo-descriptive language includes localized aspects.

7. (Previously presented)   The system of claim 1 wherein another class of objects are non-EPG objects including interaction objects used for e-commerce, one or more of the non-EPG objects conflated with one or more virtual worlds.

8. (Previously presented)   The system of claim 1 wherein a virtual world is automatically selected by presented by the presentation engine based on program content selected by a user.

9. (Previously presented)   The system of claim 1 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

10. (Previously presented)   A method, comprising:

providing a 3-D enabled electronic programming guide (EPG) comprising a plurality of virtual worlds wherein the plurality of virtual worlds is presented to a user for selection; and

providing a presentation engine enabling a user to dynamically choose one of the virtual worlds and displaying program guide information within the chosen virtual world, the presentation engine enabling the user to customize the EPG according to user preferences; and

enabling a plurality of objects in a memory of the EPG, the memory stored in a set-top box, a television system or a video cassette recorder (VCR).

Claims 11 - 12. (Canceled)

13. (Previously presented)   The method of claim 10 wherein one class of objects provides the plurality of virtual worlds whose end result is a view that a user gets.

14. (Original) The method of claim 13 wherein the virtual worlds contain a plurality of other objects, each object linked to an item to display.

15. (Previously presented)   The method of claim 10 wherein one class of objects comprises a pseudo-descriptive language describing schedule times, this class of objects having a channel identification or title that can be converted into an actual channel number or program identification.

16. (Previously presented)   The method of claim 15 wherein the class of objects comprising the pseudo-descriptive language includes localized aspects.

17. (Previously presented)   The method of claim 17 wherein one class of objects are non-EPG objects including interaction objects used for e-commerce, the non-EPG objects conflated with the plurality of virtual worlds.

18. (Previously presented)   The method of claim 10 further comprising automatically selecting a virtual world based on user selections of program content.

19. (Original) The method of claim 10 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

20. (Previously presented)   A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

        providing a plurality of objects in a memory of the EPG, one class of objects comprising one or more virtual worlds for selection;

        providing a presentation engine with a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information, the presentation engine enabling the user to customize the EPG according to user preferences, the presentation engine comprising a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information; and

providing and displaying a virtual world with program information based on selection of said plurality of objects using the presentation engine.

21. (Original) The machine-readable storage medium of claim 20 wherein software architecture of the system resides in a set-top box, a television, or a VCR.

Claim 22. (Canceled)

23. (Previously presented)   The machine-readable storage medium of claim 20 wherein another class of objects includes pseudo-descriptive language describing schedule times, this class of objects having a channel identification or title that can be converted into an actual channel number or program identification.

24. (Original) The machine-readable storage medium of claim 23 wherein the class of objects containing the pseudo-descriptive language includes localized aspects.

25. (Original) The machine-readable storage medium of claim 20 wherein another class of objects are non-EPG objects including interaction objects used for e-commerce, the non-EPG objects conflated with the plurality of virtual worlds.

26. (Previously presented)   The machine-readable storage medium of claim 20 wherein the method further comprises automatically selecting a virtual world based on user selection of program content.

27. (Original) The machine-readable storage medium of claim 20 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

28. (Withdrawn)   The machine-readable storage medium of claim 20 wherein a user of the system chooses a virtual world to display programming information.

29. (Original) The machine-readable storage medium of claim 20 wherein a programmer chooses a virtual world to display programming information.

30. (Original) The machine-readable storage medium of claim 20 wherein a programmer and a user choose a virtual world to display programming information.